

AMENDMENTS TO THE CLAIMS

This listing of claims replaces all prior versions and listings of claims in the application:

Listing of Claims

1. (Currently Amended) A method of switching a data flow of information packets between a sending and receiving entity, the method comprising:

- buffering in a queue, the packets received from a plurality of paths;
- determining from a congestion indicator that a congestion condition exists in the queue;
- determining a number of packets received from each of the plurality of paths;
- sending a halt message to a sending entity corresponding to a given path from which the greatest number of packets was received in the queue;
- determining if there is a free switch state associated with the queue, wherein the ~~states are either free or set~~ free switch state indicates a path is not halted, and ~~each a set switch state corresponds to a halted~~ indicates a path is halted.

if yes, then:

- storing an indicator of the halted given path in ~~[[a]]~~ the free switch state including storing an indicator of the bandwidth associated with the halted path;

if no, then:

- establishing a chronological order in which the set states were set;
- determining an older portion of the set states; and
- purging the set state in said older ~~part~~ portion of the ~~set~~ states corresponding to a halted path that has been halted the fewest number of times, and
- successively updating the congestion indicator when the queue reaches a subsequent congestion condition.

2. (Original) The method of claim 1 further comprising reusing the purged state.

3. (Original) The method of claim 1 further comprising determining the queue congestion by a threshold.

4. (Canceled)

5. (Previously Presented) The method of claim 1 wherein the state includes a counter field, and the path bandwidth is noted in said counter field as the number of times the respective path has been found to have provided the greatest number of packets in the queue.

6. (Currently Amended) A device for switching a data flow of information packets intended for paths between a respective sending and receiving entity, the device comprising:

a queue device for buffering the packets received from the paths in a queue;

a device for halting a sending entity upon detecting congestion of the queue, wherein the device for halting has means for halting the sending entity for the path from which the greatest number of packets was received in the queue;

switch states for storing a halt condition whenever a corresponding path is halted, wherein each set switch state stores ~~an indicator~~ a respective indicator for indicating a number of times the state's corresponding halted path has been halted;

means for determining a number of packets received in the queue from each of the plurality of paths;

means for ~~successively~~ successively updating in each set state, the respective indicator for indicating the number of times the state's corresponding halted path has been halted, as the queue is repeatedly congested;

means for establishing a chronological order in which the set states were set;

means for determining an older ~~part~~ portion of the set states; and

means for purging ~~the set state in said~~ from the older ~~part~~ portion of the ~~set~~ set states, a set state corresponding to a halted path that has been halted the fewest number of times.

7. (Currently Amended) The device of claim 6 wherein the purged state is ~~adapted to be reused~~.

8. (Original) The device of claim 6 further comprising a threshold detector for determining the congestion of the queue.

9. (Canceled)

10. (Previously Presented) The device of claim 6 wherein the state includes a counter field, and the device includes means for noting the path bandwidth in said counter field as the number of times the respective path has been found to have provided the greatest number of packets in the queue.